The Hope of Mankind: Desir Arman Intelligence Doc



Introduction

This will be going over all of the feats performed by Desir Arman in the Web Novel/Manhwa “A Returner’s Magic Should be Special”.

Categories

Blue: Emotional Quotient, Psychology
Green: Social Quotient
Orange: Adversity Capacity
Yellow: Thinking/Reasoning
Red: Manipulation/Deception
Cyan: Full Scale IQ, Crystallized and Fluid Intelligence, Intelligence Categories
Purple: Strategy/Planning, Field Crafting
Pink: Foresight, Miscellaneous

Docs used

SCD Category Doc 1
SCD Category Doc 2
SCD Category Doc 3
SCD Category Doc 4

Sources

Manhwa

Webnovel

Terminology

Season 1

Prologue

(Defeating the Dragon) Despite being a 3rd circle mage, he is able to analyze and nullify tens of thousands of magic patterns in order to help defeat the dragon, Boromir Napolitan, A feat that Zod Exarion, a 7th circle mage, says he's incapable of doing. As explained in chapter 82 of the Web Novel and Chapter 97 of the Manhwa, the current magic system is based around the application of mathematical formulas. This skill typically demands extensive knowledge of magical arithmetic and systems. Still has the 13+ years of knowledge and combat experience from his past life.
(WMI, PSI, CPI, FRI, Knowledge, Experience)

Desir's Two Month Plan

(Entrance Exam) Desir's goal was to recruit Romantica and Pram, as well as take first place in the promotional exam to join the Alpha Class, as well as meet and become friends with Zod Exarion, the Tower Master. Was able to control Romantica's attack by manipulating the air currents due to her focusing on power and speed, causing her to neglect control said air currents. Uses two simple spells, grease and fireball (Multi-casting requires acute concentration and calculation ability), as well as the law of action and reaction, to launch himself fast enough to catch up to Ajest. He even calculates the speed at which he is going, being 327 kilometers per hour. Managed to hijack and control 180 out of 600 magic arrows Adjest sent to attack him in mere moments, using them to launch himself past Adjest and won first place in the entrance exam. Knowing about Adjest's intent to respect her opponents and declare war before a battle this was all a part of his plan to ignite Adjest's competitive spirit and have her think of him as her rival, as she is the key for clearing the shadow world for the Promotional Exam. (Motivation, WMI, PSI, CPI, Calculation, Emotional Perception, Interpersonal Intelligence, Emotional Management, Long Term Planning, Direct Manipulation, Positive Manipulation, Individual Manipulation, Emotional Manipulation)

(Recruiting Romantica and Pram) Used Romantica's secret of being born a commoner to convince her to join his party. He had Romantica train to cast nonverbal spells by moving a ball as hard as a human head via controlling the surrounding airstream, in order to snipe the enemy at long distances, having set her role from the beginning. Empathizes with Pram's backstory for why he won't use a rapier and his feelings towards his father. Recalled the groove made to unsheathe Pram's rapier. Managed to make it into the Top 30 of the school along with Romantica and Pram. (Blackmail, Coercion, Direct Manipulation, Individual Manipulation, Strategy Foresight, Empathy, Long Term Memory, Academics)

(Promotional Exam) He, Pram, and Romantica all study various history books related to the Promotional Exam. The promotional exam is set in a 5th level shadow world. Once someone clears a shadow world, they can obtain a soul stone, which contains information about the

shadow world. Shadow worlds for the promotional exam are artificially reconstructed, or controlled using that information. Even though they can manipulate it in various ways, they can't change the fundamental properties of the Shadow World, such as its historical events or the clear objective. They have two options to advance to Alpha Class: either by clearing the quest and finishing in first place, or hold out until they are the last nine survivors. The first option is impossible, due to it being beyond their power. As for the second option, the other parties would have begun fighting each other by now. Since there's 24 examinees left, they need to eliminate 15 more while those battles are going on. The final quest is to deactivate the clock tower by destroying its power source. He had Romantica snipe at the other parties to lure them towards the tower and have them fight each other. However, Adjest saw through his plan and restrained the survivors, rather than eliminating them. Had to fight Adjest, who had already thought of plans to try and counter Desir. Romantica and Pram had to fight Percival and Doneta, the latter of which had magic artifacts that allowed him to counter Romantica's long range attacks. Desir had created a smokescreen from Adjest's pillar of ice in order to obstruct Doneta and Percival's vision temporarily. Anticipated that Adjest would try to beat him in close quarters, since she couldn't best him in spell casting despite having superior mana, and used a short sword, along with 4 spells to amp his physical stats, to block Adjest's attack. Knows that Adjest is enjoying their battle due to no one else being strong enough to take her on, and that she wants to give everything she has to make him submit. He hijacked and neutralized hundreds of magic spells in Ajest's frozen palace (which allows a mage to use an unlimited amount of spells without calculation) in an instant. He was provoking Adjest the entire time in order to accelerate her magical development, which caused her to create her Magic Sword ability. He also distracted her from the main goal of the Shadow World, which was to destroy the tower, which he did by hijacking the magic formula it was built upon. (Overall Strategy, Indirect Manipulation, Mass Manipulation, Cunning, Anticipation, Multitasking, Triangulation, Emotional Perception, CPI, FRI, Direct Manipulation, Individual Manipulation, Positive Manipulation)

(Outer Attack) On July 7th at 3am, 10 hours from the current point in time, Outers would attack the Eureli branch of the mage's tower in order to obtain Lugenelle's tear. Desir pretended to be a peasant to mark the Leader/Criken's location with his mana and track his location. He had Pram and Romantica lure Criken into a trap where Desir could restrain him and retake Lugenelle's tear. (Short Term Strategy, Short Term Planning, Strategy Foresight, Acting Skills, Impersonation, Setting Traps)

(Meeting The Towermaster) Due to his six years of experience of playing against Zod Exarion in North Sea style chess in his past life, he managed to defeat him in around 27 minutes in about 100 moves, not focusing on either offense or defense and seeing through every strategy Zod had. (Overall Strategy, Short Term Strategy, CPI, Anticipation, Abstract Thinking, Prediction)

Season 2

Part 1

Training arc

(Fighting Pram) Possesses knowledge on Aslan Mutu, a martial art that takes the opponent's technique and deflects it back at them. He uses it to counter Pram's sword strikes. (Bodily-Kinesthetic Intelligence)

(Helping Romantica train) Turned a Coke Can into a perfect sphere by manipulating the air pressure as a way to teach Romantica to be a 3rd circle mage. (VSI, Visual-Spatial Intelligence)

(Explaining the Grease Spell) When Ajest asks Desir how he applies the Grease spell to a three-dimensional surface, he explains it by grabbing two pieces of paper, and laying one flat on the table to use as physical examples. For the first piece of paper, he simply cast Grease on it and let it slide off the table. The second one, however, Desir began to tear into pieces before dipping his thumb into a cup of tea and using the moisture to adhere the scraps to the teacup. He then pushes the cup, allowing it to slide across the table. After that, Ajest immediately understood that Desir breaks down the three-dimensional surface into polygons and calculates each polygon separately. (VSI, WMI, PRI, FRI, Problem Solving, Analysis, Connecting the Dots, Improvisation, Creativity, Analogical Thinking, Decompositional Thinking, Conceptual Thinking, Abstract Thinking, Systematic Thinking, Creative Thinking, Logical Reasoning, Analogical Reasoning, Deductive Reasoning, Perceptual Reasoning, Decompositional Reasoning, Abstract Reasoning, Logical-Mathematical Intelligence, Visual-Spatial Intelligence, Practical Intelligence)

First Shadow World arc

(Arrival) Was able to quickly adapt to his role as the assistant in Chef Jeffran Eastwood's kitchen, impressing him with his foresight by cooking the potatoes after noticing the speed of Jeffran's cooking and thinking about preparing the potatoes ahead of time. Desir notices that Jeffran had left out some plums on the table. The higher ups sent them to Jeffran to use them. However, despite their nice fragrance, Jeffran is unable to come up with a way to use them due to his lack of knowledge on plums, as well as their bitter taste. Desir realizes that the plums are related to the quest. He must think of something to make from the plums that the Earl would like, in order to get a favorable outcome. Desir makes the decision to turn the plums into tea (using Pram's recipe) and serve alongside the chocolate cake Jeffran prepared. Desir successfully completes the quest, resulting in the Earl learning of his name and wanting him to become his attendant. (Adaptability, Problem Solving, Decision Making, Resourcefulness, Critical Thinking, Perceptual Reasoning, Application Thinking, FRI, Fluid Intelligence)

(The Esteban Problem) After learning about the Estebans and their annual attacks on the kingdom for their provisions from Pram, Pram talks about how he has not seen a single Esteban around the area and that they haven't been able to break the walls for the last 5 years, causing

him to believe they have given up, along with the rest of the knights guarding the kingdom. However, Desir knows about the Estebans' warrior personality and how they simply see the thought of an impregnable fortress as motivation to try harder. This is thanks to fighting alongside Donovan Asylan, the king of the Esteban race, for 10 years, learning a lot about them by simply watching them in battle. He believes that they had hidden themselves, waiting for the knights to underestimate them and believe they had given up. He also considers the factor that someone, made to be an adversary/antagonist to Lord Evernatten, is leading the Esteban's and was the one who set up this strategy. All of this allows him to deduce the Estebans' plan to ambush the guards of the food storage warehouse and raid it with a small strike force. He and Pram have only 3 days to stop the raid, and they have to stop it by themselves due to none of the soldiers believing Pram due to his low affinity towards him. Desir creates a map of the kingdom and draws a circle of the areas most susceptible to attack: the city walls behind the water mill, the east and west sides that are less guarded due to the far distance of the guard posts, and the wall near the Granary. The territory of Evernation was relatively wide, making it difficult to keep up adequate patrols, giving the Estebans more opportunity to attack.
The snow is also obstructing their vision. Desir's plan was to replace the food in the boxes near the entrance with sand, making them believe that all of the food was sand, believing the Estebans would be pressed for time, and would only take food near the entrance, while also thinking that the would not be stupid enough to burn sand once their realized they had been tricked. To maintain the illusion, they only left food in the crates nearest to the entrance. Afterwards, they drilled small holes in the bottom of the creates so that the sand would leak out. To the barbarians, it may look like a coincidence until they finally clue in. By the time they learn of the deception, the barbarians would discover that their plans were seen through, and would focus on inconspicuously leaving the city. However, Desir's plan did also result in him and Pram being restrained and under threat of being executed, due to not only being under suspicion of being a Esteban spy, but for touching military rations, which is considered high treason. He managed to win Lord Evernatten over with his speech about being a vagrant, using half truths to do so, which had him avoid execution and promoted to Personal Aide of Wilhelm. After this, he meets Bloody Hawk Claw, leader of the Estebans, in the dungeon he was imprisoned in. He notices his earrings and immediately realizes that Bloody Hawk Claw is a descendant of Melgare Khan, and deduces that the pride he has for his tribe is immense. Using his knowledge on Estebans, he manipulates Bloody Hawk Claw into accepting a peace treaty, promising to no longer invade the kingdom in exchange for food and acknowledgement as a worthy rival.
(Deduction, Logical-Mathematical Intelligence, Logical Reasoning, Logical Thinking, Critical Thinking, Analytical Thinking, Application Thinking, Knowledge, Experience, Short Term Strategy, Short Term Planning, Strategy Effectiveness, Strategy Foresight, Strategy Efficiency, Planning Aim, Risk Calculation, Strategy Success Rate, Planning Coverage, Anticipation, Acting Skills, Social Skills, Emotional Manipulation, Negotiation, Threats, Persuasion, Individual Manipulation, Cultural Intelligence, Social Intelligence, Logical Manipulation)

(The Vagabond Problem) Desir learns of one of the two major problems going on in the Kingdom of Evernatten from a young girl named Lirika. There's a rapidly growing population of Vagabonds in the kingdom, and they are not allowed within the market, with citizens of the kingdom threatening to kill them. In order to unlock the main story, Desir must raise Lord

Wilhelm Evernatten's affinity towards him until it reaches the "Trust" level by supporting him and solving the problems in the kingdom. He learns of Lord Evernatten's past from Jeffran, how he used to be a cardinal, and how he refused to accept the goddess' will due to being ordered to give up on the people of the holy kingdom and let them die from invaders. He learned that, in the original timeline, Evernatten had to give up his pride by abandoning the Vagrants. He realizes that Vagrants exist due to the tyranny of the Holy City, and his solution is to start a revolution against the Holy City. He also deduces, from the tone of Evernatten's voice, that he knew about the situation the entire time, but didn't have the chance to act on it, as well as other cities having a similar stance. He proposes that Evernatten and the cities unite to take down the Holy City. (Fluid Intelligence, Logical-Mathematical Intelligence, Interpersonal Intelligence, Analytical Thinking, Associative Thinking, Reflective Thinking, Observation, Perception)

Yellow Sea arc